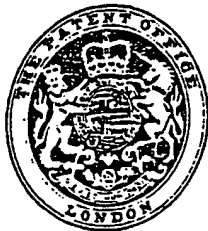


THE BRITISH LIBRARY  
SCIENCE REFERENCE AND INFORMATION SERVICE



(12) UK Patent (19) GB (11) 2 169 737 (13) B

(54) Title of invention  
Improvements relating to gaming machines

(51) INT CL<sup>4</sup>: G07F 17/34

(21) Application No  
8600187

(22) Date of filing  
6 Jan 1986

(30) Priority data

(31) 8500224

(32) 4 Jan 1985

(33) United Kingdom (GB)

(43) Application published  
16 Jul 1986

(45) Patent published  
6 Jan 1988

(52) Domestic classification (Edition J)  
G4V 118 AA  
U1S 1174 G4V

(56) Documents cited  
GBA 2152262  
GBA 2147442  
GBA 2114347  
GBA 2105891  
GBA 2084371

(58) Field of search  
G4V  
Selected U.S. Specifications  
from IPC sub-classes G07F A63F

(73) Proprietors  
JPM (Automatic Machines)  
Limited

(Incorporated in United  
Kingdom),

Hadfield Road  
Leckwith Trading Estate  
Cardiff  
Glamorgan

Orea Sales and Manufacturing  
Limited

(Incorporated in United  
Kingdom),

Glenford Industrial Estate  
Glenford Way  
Newtownards  
Co. Down  
Northern Ireland

(72) Inventor  
Brian Benedict Orr

(74) Agent and/or  
Address for Service  
Wynne-Jones Laine & James,  
Morgan Arcade Chambers  
33 St Mary Street  
Cardiff  
Glamorgan CF1 2AB

GB 2 169 737 B

- 1 -

"Improvements relating to Gaming Machines"

This invention relates to gaming machines. It is primarily concerned with a gambling feature which can be made occasionally available to increase the interest and excitement in playing such a machine. Generally it will  
5 be supplementary to the main game which could, for example, be based on the game of poker.

According to the present invention there is provided a gaming machine with a gamble feature in which representations of playing cards are presented on a video screen  
10 and a player can bet on the characteristic of a randomly selected one, and in which if such a bet is successful, the machine adds to or subtracts from the representations and gives the player a further opportunity to bet, and wherein when in a gambling sequence there are a number of  
15 cards on the screen in any one of certain combinations, a prize is awarded independently of any gambling prize.

The addition of such alternatives and corresponding opportunities to bet may continue indefinitely as long as the player is successful, although normally a predetermined maximum win or maximum number of gambles will be imposed. With subtraction, there will be a natural limit  
20 when the feature is down to two alternatives.

This gamble feature may become available at random or when a win has been achieved in the main game. For example,  
25 when a poker hand of some value turns up, there may then be an opportunity to gamble the win.

37

- 2 -

The gamble feature in one preferred form may commence with two playing cards, electronically randomly selected, being simulated on a video screen. They will either be of different colours (red and  
5 black) or both of the same colour. They will be alternately distinguished, as by enhanced illumination or an associated arrow, until one is selected. Previous to this, the player will have bet on either 'red' or 'black', by pressing associated buttons.  
10 He may have to do this before the cards appear, in which case he has no guidance, or he may be allowed to decide after the cards are shown. Then, if both cards are the same colour, provided he presses the correct button he will of course be assured of a gamble win.  
15 If that gamble is successful then a further card will appear on the screen, and the process is repeated. Again, a win is assured if the cards are still all the same colour. However, as cards are added and progressive gambles are taken, this becomes correspondingly  
20 less likely although there still may be more cards of one colour than the other, making selection of the preponderant colour the obvious choice for a successful gamble.

A limit may be imposed on the number of  
25 gambles. For example, five cards could be the maximum. In that case there may be an additional prize if the hand that then shows is itself a poker hand with a

- 3 -

combination of value such as a pair, three of a kind or a full house. This extra prize may be related in value to that of the combination.

It will be understood that the initial  
5 gamble may be on more than two alternatives and that these alternatives may increase by more than one at each successful gamble.

It is also possible that, instead of progressively increasing the alternatives on which  
10 to gamble, they may be progressively decreased.

2169737

- 4 -

CLAIMS

1. A gaming machine with a gamble feature in which representations of playing cards are presented on a video screen and a player can bet on the characteristic of a randomly selected one, and in which if such a bet  
5 is successful, the machine adds to or subtracts from the representations and gives the player a further opportunity to bet, and wherein when in a gambling sequence there are a number of cards on the screen in any one of certain combinations, a prize is awarded independently of any  
10 gambling prize.

2. A machine as claimed in Claim 1, wherein a limit is set on the number of further bets allowed.

3. A machine as claimed in Claim 1 or 2, wherein the gamble feature is subsidiary to a regular feature and  
15 is offered at random.

4. A machine as claimed in Claim 1 or 2, wherein the gamble feature is offered as a result of a win or another feature of the machine.

5. A machine as claimed in Claim 6, wherein the  
20 gamble is on the colour of the selected card.

---

SL/HGL